

1 Claims

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3 1. Game playing apparatus for a plurality of players,
4 the apparatus comprising: comparison means for
5 comparing the performance of a task by a plurality
6 of players and means for administering a
7 disincentive to one or more of said players.

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9 2. Apparatus as claimed in Claim 1 further comprising
10 at least one contact element adapted to contact a
11 player, wherein the disincentive is a tangible
12 disincentive in the form of injury-free pain
13 administered via the at least one contact element.

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15 3. Apparatus as claimed in Claim 2 wherein the
16 disincentive is a measured electric shock.

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18 4. Apparatus as claimed in Claim 2 or Claim 3 wherein
19 at least one contact element is provided for each
20 player.

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22 5. Apparatus for playing a competitive game between two
23 or more players, the apparatus comprising a
24 plurality of contact elements adapted to contact a
25 player, a plurality of player input devices adapted
26 to measure a player's performance of a particular
27 physical task, comparison means for comparing the
28 relative performance of the players at said physical
29 task, and means for administering a measured
30 electric shock to at least one player determined to
31 be less capable of the physical task.

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- 1 6. Apparatus as claimed in any preceding Claim wherein
2 the contact element comprises a handset to be held
3 by a player.
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- 5 7. Apparatus as claimed in any preceding Claim wherein
6 the contact element includes an electrode for
7 administering a measured electric shock to a player.
- 8
- 9 8. Apparatus as claimed in any preceding Claim further
10 comprising means for setting a voltage at which an
11 electric shock is administered.
- 12
- 13 9. Apparatus as claimed in Claim 8 comprising means for
14 enabling a user to set a voltage at which an
15 electric shock is administered.
- 16
- 17 10. Apparatus as claimed in Claim 8 or Claim 9
18 comprising means for automatically setting a voltage
19 at which an electric shock is administered.
- 20
- 21 11. Apparatus as claimed in any preceding Claim
22 comprising a plurality of player input devices
23 operable to be activated by a player and to provide
24 a signal to the comparing means.
- 25
- 26 12. Apparatus as claimed in any preceding Claim wherein
27 the player input devices are provided on the contact
28 elements.
- 29
- 30 13. Apparatus as claimed in any preceding Claim wherein
31 the apparatus includes a signal output device for
32 indicating a start signal to the players at a start
33 time.
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- 1 14. Apparatus as claimed in Claim 13 wherein the signal
2 output device comprises a display.
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- 4 15. Apparatus as claimed in Claim 13 or Claim 14 wherein
5 the signal output device comprises an audio device.
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- 7 16. Apparatus as claimed in any preceding Claim wherein
8 the apparatus is adapted to compare reaction time of
9 the players, wherein reaction time is defined as the
10 time elapsed between the start time and the
11 activation of input devices corresponding to the
12 players.
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- 14 17. Apparatus as claimed in any preceding Claim wherein
15 the apparatus is adapted to administer a measured
16 electric shock to a player determined as having a
17 longer reaction time than another player.
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- 19 18. Apparatus as claimed in any preceding Claim wherein
20 the apparatus is be adapted to determine the longest
21 reaction time and administer a disincentive to the
22 player having the longest reaction time via the
23 corresponding contact element.
24
- 25 19. Apparatus as claimed in any preceding Claim wherein
26 the apparatus is be adapted to determine the
27 shortest reaction time and administer a disincentive
28 to the remaining players via the corresponding
29 contact elements.
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- 31 20. Apparatus as claimed in any preceding Claim adapted
32 to administer a disincentive to a plurality of
33 players.

- 1 21. A method of improving reaction time of individuals,
2 comprising the steps of indicating a start time to a
3 plurality of individuals; comparing reaction time of
4 the individuals relative to one another, wherein
5 reaction time is defined as the time elapsed between
6 the start time and the activation of input devices
7 corresponding to the individuals, and administering
8 a measured electric shock to at least one individual
9 determined to have a longer reaction time relative
10 to at least one other individual.
- 11
- 12 22. The method as claimed in Claim 21 comprising the
13 steps of determining the longest reaction time and
14 administering a measured electric shock to the
15 player having the longest reaction time.
- 16
- 17 23. The method as claimed in Claim 21 or Claim 22
18 comprising the steps of determining the shortest
19 reaction time and administering a measured electric
20 shock to the remaining players.
- 21
- 22 24. The method as claimed in any of Claims 21 to 23
23 comprising the step of administering a measured
24 electric shock to a plurality of players.
- 25
- 26 25. The method as claimed in any of Claims 21 to 24
27 comprising the step of setting a voltage at which an
28 electric shock is administered.